

HOW TO RUN A KENKEN TOURNAMENT IN YOUR CLASS OR SCHOOL

A KenKen competition is a great way to show your students how fun math can be, and it can be conducted simply and easily. In as little as 10 minutes, you can run a “KenKen Quick Competition”, or you can generate even more excitement with a Multi-Round KenKen Tournament, complete with a Championship Round.

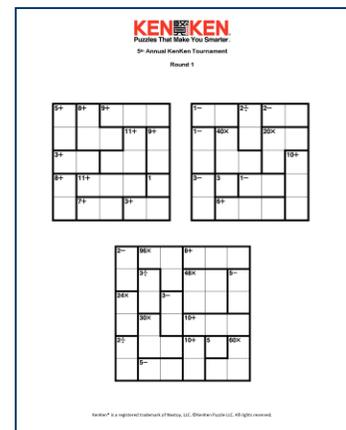
7 Things You’ll Need

1. KenKen Puzzles: The easiest thing to do is copy puzzles from the weekly KenKen Classroom puzzle sets or print them out from our website at www.kenkenpuzzle.com
2. Answer keys for the puzzles selected
3. Pencils and erasers for each student
4. A timer or clock
5. Easels, large puzzle printouts on cardboard/oak tag, dry erase markers, and acetate (NOTE: you only need these items if you hold a real-time Championship Round in front of your class...see “Multi-Round Tournament” below)
6. Proctors/Volunteers
7. Prizes and certificates (not necessary, but fun!)

Steps For Running A Quick Tournament

Depending on how much time you allocate, the tournament can consist of a single round of 1, 2 or 3 KenKen puzzles.

1. Decide on the size and difficulty level of the puzzles you want to use based on the age and skill level of your class. We suggest no more than 6x6 puzzles for a single round competition, unless you have an advanced class.
2. Print 1, 2, or 3 unsolved puzzles on a sheet and make copies for each of your students. Puzzles can be printed from the KKCR puzzle sets or www.kenkenpuzzle.com. Prepare a few extras, just in case!
3. Prepare answer keys for these puzzles and distribute to teacher “scorers.”



4. Distribute a puzzle sheet to each student, face down.
5. Have each contestant write his or her information (name, age, grade) on the back of the paper
6. Set the timer. When ready, have the contestants turn over their papers and start solving. **DON'T FORGET TO START THE TIMER!**
7. When students finish solving the puzzles, have them raise their hands. A proctor should then take the puzzle page from the student, look at the timer and record the time taken to solve the puzzles on the puzzle sheet, and deliver it to a teacher "scorer."
8. The teacher "scorer" verifies the answers and verifies the fastest times (with all correct answers).
9. Continue to let all students solve the puzzles until the time has expired.
10. Congratulate the winner(s).

Steps for Running A Multi-Round Tournament

Decide how many rounds you want to have...
we suggest 3 rounds (or 2 rounds) plus a Championship Round.

1. Decide on the size and difficulty level of the puzzles you want to use based on the age and skill level of your class. We suggest making the rounds progressively harder. Each round can consist of 1, 2 or 3 puzzles (printed on a single page per round), depending on how much time you have. We typically use 2 or 3 puzzles per round.
2. Make copies of the puzzles for each round for each of your students. Puzzles can be printed from the KKCR puzzle sets or www.kenkenpuzzle.com. Prepare a few extras, just in case!
3. Prepare answer keys for these puzzles and distribute to teacher "scorers."
4. Distribute the Round 1 puzzle sheet to each student, face down.
5. Have each contestant write their information (name, age, grade) on the back of the paper.
6. Set the timer. When ready, have the contestants turn over their papers and start solving. **DON'T FORGET TO START THE TIMER!**
7. When students finish solving the Round 1 puzzles, have them raise their hands. As they finish, a proctor should take the puzzle page from the student, record the time taken to solve the puzzles on the puzzle sheet, and deliver it to a teacher "scorer."
8. The teacher "scorer" verifies the answers and records who has the fastest times (making sure the answers are correct).
9. Continue Round 1 until time has expired.

10. Take a break between rounds.
11. Repeat the above -- with new puzzles sheets -- for all subsequent rounds
12. The winner of each round will compete in the Championship Round. If the same person wins more than one round, the second place student in the more difficult rounds should qualify for the Championship. If you only have one round, the top three finishers compete in the Championship
13. You can either run the Championship at a table with puzzle sheets like the earlier rounds or you can set up Jumbo Puzzles Sheets on easels in front of the audience (the puzzles need to be covered until the final round starts) so the non-qualifiers can watch the Championship qualifiers solve the Championship puzzle.
14. If you choose to do #13, print or hand draw the Championship Round puzzles on jumbo sheets (e.g., 3ft x 3ft), affix the sheets onto cardboard/oaktag backing and cover with acetate (for easy erasing). Give a Dry Erase marker and an eraser to each finalist. Place the puzzles on easels and set them up on stage or in front of the class. This allows the spectators to easily witness the solving.
15. Set the timer, ask helpers to uncover the puzzles...and you're ready for the Championship round to begin! *SUGGESTION: You may want to distribute the championship puzzle to the audience as well.*



If you want prizes, participation certificates, medals, t-shirts or other KenKen Tournament “swag”, email us at info@kenken.com or take a look at our attached item list.

GOOD LUCK...AND HAVE FUN KENKEN'ING!

